

## Summary of Tynewater Early Years Improvement Plan for 2021-2022

Priority	Indicators of success/impact on learners	Agreed desired Outcome
Digital	<ul style="list-style-type: none"> <li>All children are more involved in the use of iPads and computer</li> <li>All children have the opportunity to think about technology and how they are using it</li> <li>Children contribute effectively in a purposeful and innovative ways</li> <li>More creative use of Seesaw and iPads</li> <li>All children are putting their own learning onto Seesaw so they are involved in planning their own learning</li> <li>Children make informed choices about their learning and they have a key role in leading their own learning</li> </ul>	Innovative pedagogical approaches and enhanced use of digital technology to support learning.
Nurture	<p>Children</p> <ul style="list-style-type: none"> <li>Children have regular access to outdoor areas beyond the Early Years setting which has a positive impact on children's physical, cognitive, social, mental health and emotional development</li> <li>Children have access to a relaxing and quiet area for rest time</li> <li>Within our setting there is a shared understanding of all children's wellbeing</li> </ul> <p>Staff</p> <ul style="list-style-type: none"> <li>Within our setting there is a shared understanding of all staff wellbeing</li> <li>All practitioners feel valued in their work and are confident they can receive support they need</li> </ul>	Develop and improve the wellbeing of all children and staff.
Raising Attainment	<ul style="list-style-type: none"> <li>Improve inclusion with our wider community to maximise high-quality learning</li> <li>Develop the outdoor learning environment to inspire learning</li> <li>To have a more inspiring and inviting indoor environment</li> <li>Children are involved in developing their learning environment as by involving them they are fully planning their learning</li> <li>We offer a wide range of resources to support and challenge children and to engage them in learning</li> <li>Effective system is in place to monitor, evaluate and review the use and impact of resources to maximise high quality learning</li> </ul>	Pedagogy, play and progression in the early years by developing learning environment and improving inclusion with our wider community.